

ABSTRACT

A method of simulating clip texturing. A clip stack of a portion of a texture image is provided, the clip stack having a plurality of levels, wherein each level includes data representing the portion of the texture image at a different resolution. For at least one of the plurality of levels, a stack of images is generated, wherein each stack of images includes data representing a plurality of correlated images of increasingly reduced resolution. A geometry formed of at least one graphic primitive is rendered, using one of the stacks of images generated.